We claim:

1. A distributed computing system comprising:

a capable network environment;

a plurality of remote computing devices in communication with the capable network environment; and

a plurality of surrogates operating within the capable network environment;

wherein each of the remote computing devices is associated with one of the surrogates and the surrogates are logically organized into groups allowing the remote devices related to the grouped surrogates to participate in an activity together.

2. The distributed computing system of claim 1 wherein at least one of the surrogates is comprised of:

a software module for communicating with the remote computing device with which it is associated;

a software module for communication with the other surrogates;

a software module for calculating changes of state with respect to the activity;

a software module for calculating the state of the activity;

a software module for storing its state with respect to the activity;

a software module for capturing usage, activity and outcome; and

a software module for buffering data and later transmitting communication to its computing device;

wherein each of the surrogates represents its associated remote computing device within the distributed computing application.

3. The distributed computing system of claim 2 wherein the at least one of the surrogates is further comprised of a group proxy.

4. The distributed computing system of claim 1 further comprising a group service operating within the network environment.

5. The distributed computing system of claim 1 wherein the activity is a multi-player game and each remote computing device is a game input/output device for a game player.

6. The distributed computing system of claim 1 wherein the activity is an emergency first responder support system.

7. The distributed computing system of claim 1 wherein the remote computing devices are cellular telephones, personal digital assistants, communicators, dedicated game devices, personal computers, laptop computers or work stations.

8. The distributed computing system of claim 1 wherein the remote computing devices are connected to the capable network environment via a wireless network, telephone network, wide area network, local area network or the Internet.

9. The distributed computing system of claim 1 wherein the capable network environment is comprised of a plurality of computers interconnected via a high speed network.

10. The distributed computing system of claim 9 wherein the computers are personal computers, work stations or network servers.

11. A method of operating a multi-user activity comprising the steps of:

a first remote device contacting a capable network environment and requesting to participate in the activity;

the network environment instantiating a first surrogate assigned to the first remote device;

a second remote device contacting the capable network environment and requesting to participate in the activity;

the network environment instantiating a second surrogate assigned to the second remote device;

arranging the first surrogate and the second surrogate into a group; and

the first remote device and the second remote device participating in the activity together.

12. The method of claim 11 further comprising the step of the first surrogate and the second surrogate registering with a group service.

13. The method of claim 12 further comprising the step of the group service providing the first surrogate with a first group proxy and the second surrogate with a second group proxy.

14. The method of claim 11 wherein the group is a coordinator cohort group or a peer group.

15. The method of claim 11 wherein the activity is a multi-player game and each remote computing device is a game input/output device for a game player.

16. The method of claim 11 wherein the activity is an emergency first responder support system.

17. The method of claim 11 wherein the remote computing devices are cellular telephones, personal digital assistants, communicators, dedicated game devices, personal computers, laptop computer or work stations.

18. The method of claim 11 wherein the remote computing devices are connected to the capable network environment via a wireless network, telephone network, wide area network, local area network or the Internet.

19. The method of claim 11 wherein the capable network environment is comprised of a plurality of computers interconnected via a high speed network.

20. The method of claim 19 wherein the computers are personal computers, work stations or network servers.

21. A computer readable medium containing instruction for controlling a computer system to perform a method of operating a multi-user activity comprising the steps of:

a first remote device contacting a capable network environment and requesting to participate in the activity;

the network environment instantiating a first surrogate assigned to the first remote device;

a second remote device contacting the capable network environment and requesting to participate in the activity;

the network environment instantiating a second surrogate assigned to the second remote device;

arranging the first surrogate and the second surrogate into a group; and

the first remote device and the second remote device participating in the activity together.

22. The computer readable medium of claim 21 wherein the method is further comprised of the step of the first surrogate and the second surrogate registering with a group service.

23. The computer readable medium of claim 21 wherein the method is further comprised of the step of the group service providing the first surrogate with a first group proxy and the second surrogate with a second group proxy.

24. The computer readable medium of claim 21 wherein the group is a coordinator cohort group or a peer group.

25. The computer readable medium of claim 21 wherein the activity is a multi-player game and each remote computing device is a game input/output device for a game player.

26. The computer readable medium of claim 21 wherein the activity is an emergency first responder support system.

27. The computer readable medium of claim 21 wherein the remote computing devices are cellular telephones, personal digital assistants, communicators, dedicated game devices, personal computers, laptop computer or work stations.

28. The computer readable medium of claim 21 wherein the remote computing devices are connected to the capable network environment via a wireless network, telephone network, wide area network, local area network or the Internet.

29. The computer readable medium of claim 21 wherein the capable network environment is comprised of a plurality of computers interconnected via a high speed network.

30. The computer readable medium of claim 29 wherein the computers are personal computers, work stations or network servers.

31. A multiplayer gaming system for wireless telephone networks comprising:

a wireless telephone network;

a capable network environment connected to the telephone network;

a plurality of mobile devices wirelessly connected to the telephone network; and

a plurality of surrogates operating within the capable network environment;

wherein each of the remote computing devices is associated with one of the surrogates and the surrogates are logically organized into groups allowing the remote devices related to the grouped surrogate to participate in an activity together.

32. The gaming system of claim 31 further comprising a plurality of group proxies associated with the surrogates.

33. The gaming system of claim 31 further comprising a group service operating within the network environment.

34. The gaming system of claim 31 wherein the mobile devices are cellular telephones, personal digital assistants, communicators, dedicated game devices, or laptop computers.

35. The gaming system of claim 31 wherein the mobile devices are connected to the capable network environment via a wireless network, telephone network, wide area network, local area network or the Internet.

36. The gaming system of claim 31 wherein the capable network environment is comprised of a plurality of computers interconnected via a high speed network.

37. The gaming system of claim 36 wherein the computers are personal computers, work stations or network servers.

38. The gaming system of claim 31 wherein at least one of the surrogates in the group calculates the state of the activity.

39. The gaming system of claim 31 wherein at least one of the mobile devices includes a software MIDlet that performs a portion of the game functions.

40. A method of operating a multi-user game comprising the steps of:

a first mobile device contacting a capable network environment and requesting to participate in the game;

the network environment instantiating a first surrogate assigned to the first mobile device;

a second mobile device contacting the capable network environment and requesting to participate in the activity;

the network environment instantiating a second surrogate assigned to the second mobile device;

arranging the first surrogate and the second surrogate into a group; and

the first mobile device and the second mobile device participating in the game together.

41. The method of claim 40 further comprising the step of the first surrogate and the second surrogate registering with a group service.

42. The method of claim 41 further comprising the step of the group service providing the first surrogate with a first group proxy and the second surrogate with a second group proxy.

43. The method of claim 40 wherein the group is a coordinator cohort group or a peer group.

44. The method of claim 40 wherein the mobile devices are cellular telephones, personal digital assistants, communicators, dedicated game devices or laptop computers.

45. The method of claim 40 wherein the capable network environment is comprised of a plurality of computers interconnected via a high speed network.

46. A computer readable medium containing instruction for controlling a computer system to perform a method of operating a multi-user game comprising the steps of:

a first mobile device contacting a capable network environment and requesting to participate in the game;

the network environment instantiating a first surrogate assigned to the first mobile device;

a second mobile device contacting the capable network environment and requesting to participate in the activity;

the network environment instantiating a second surrogate assigned to the second mobile device;

arranging the first surrogate and the second surrogate into a group; and

the first mobile device and the second mobile device participating in the game together.

47. The computer readable medium of claim 46 wherein the method is further comprised of the step of the first surrogate and the second surrogate registering with a group service.

48. The computer readable medium of claim 46 wherein the method is further comprised of the step of the group service providing the first surrogate with a first group proxy and the second surrogate with a second group proxy.

49. The computer readable medium of claim 46 wherein the group is a coordinator cohort group or a peer group.

50. The computer readable medium of claim 46 wherein the mobile devices are cellular telephones, personal digital assistants, communicators, dedicated game devices or laptop computers.

51. The computer readable medium of claim 46 wherein the capable network environment is comprised of a plurality of computers interconnected via a high speed network.

52. The computer readable medium of claim 51 wherein the computers are personal computers, work stations or network servers.